



# Introduction to Greedy Approach, Greedy Coin Change, Greedy Bin Packing

**Week-01, Lecture-02**

**Course Code:** CSE221

**Course Title:** Algorithms

**Program:** B.Sc. in CSE

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# Greedy Algorithm

- Greedy algorithms make the choice that looks best at the moment.
- This **locally optimal** choice may lead to a globally optimal solution (i.e. an optimal solution to the entire problem).

# When can we use Greedy algorithms?

We can use a greedy algorithm when the following are true:

- 1) **The greedy choice property:** A globally optimal solution can be arrived at by making a locally optimal (greedy) choice.
- 2) **The optimal substructure property:** The optimal solution contains within **its optimal solutions to subproblems**.

# Designing Greedy Algorithms

1. Cast the optimization problem as one for which:
  - we make a choice and are left with only one subproblem to solve
2. Prove the **GREEDY CHOICE**
  - that there is always an optimal solution to the original problem that makes the greedy choice
3. Prove the **OPTIMAL SUBSTRUCTURE**:
  - the greedy choice + an optimal solution to the resulting subproblem leads to an optimal solution

# Example: Making Change

- Instance: amount (in cents) to return to customer
- Problem: do this using fewest number of coins
- Example:
  - Assume that we have an unlimited number of coins of various denominations:
    - 1c (pennies), 5c (nickels), 10c (dimes), 25c (quarters), 1\$ (loonies)
  - Objective: Pay out a given sum \$5.64 with the smallest number of coins possible.

# The Coin Changing Problem

- Assume that we have an unlimited number of coins of various denominations:
  - 1c (pennies), 5c (nickels), 10c (dimes), 25c (quarters), 1\$ (loonies)
- Objective: Pay out a given sum  $S$  with the smallest number of coins possible.
- The greedy coin changing algorithm:
  - This is a  $\Theta(m)$  algorithm where  $m$  = number of denominations.

```
while S > 0 do
  c := value of the largest coin no larger than S;
  num := S / c;
  pay out num coins of value c;
  S := S - num*c;
```

# Example: Making Change

- E.g.:

$$\begin{aligned} \$5.64 = & \quad \$2 + \$2 + \$1 + \\ & .25 + .25 + .10 + \\ & .01 + .01 + .01 + .01 \end{aligned}$$

# Making Change – A big problem

- Example 2: Coins are valued \$.30, \$.20, \$.05, \$.01
  - Does not have greedy-choice property, since \$.40 is best made with two \$.20's, but the greedy solution will pick three coins (which ones?)



# Bin Packing algorithm

Fitting things neatly & efficiently inside a larger container



6 groups of people, of group sizes 3, 1, 6, 4, 5 and 2 need to fit onto minibuses with capacity 7 but must stay together in their groups. Find the number of minibuses need to pack them in efficiently and so that each group stays together.

# Bin Packing algorithms

Four things you needs to know

1. How to find the lower bound for the problem
2. How to perform the first-fit algorithm
3. How to perform the first-fit decreasing algorithm
4. How to perform full-bin packing





6 groups of people, of group sizes 3, 1, 6, 4, 5 and 2 need to fit onto minibuses with capacity 7 but must stay together in their groups.

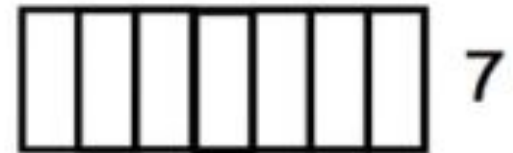
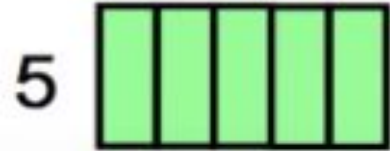
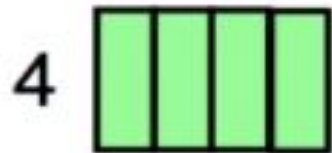
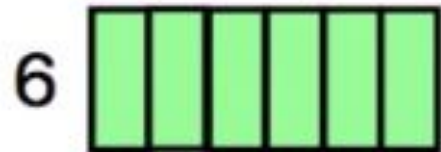
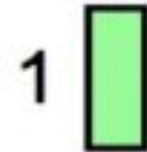
Find the number of minibuses need to pack them in efficiently and so that each group stays together.



# Lower Bound

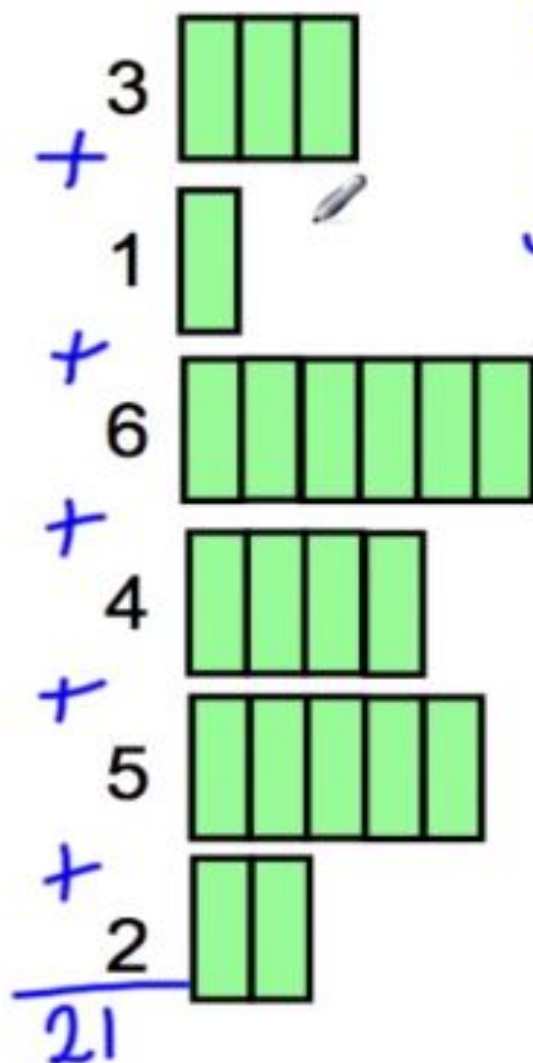
Groups

Minibuses



# Lower Bound

Groups



$$21 \div 7 = 3$$

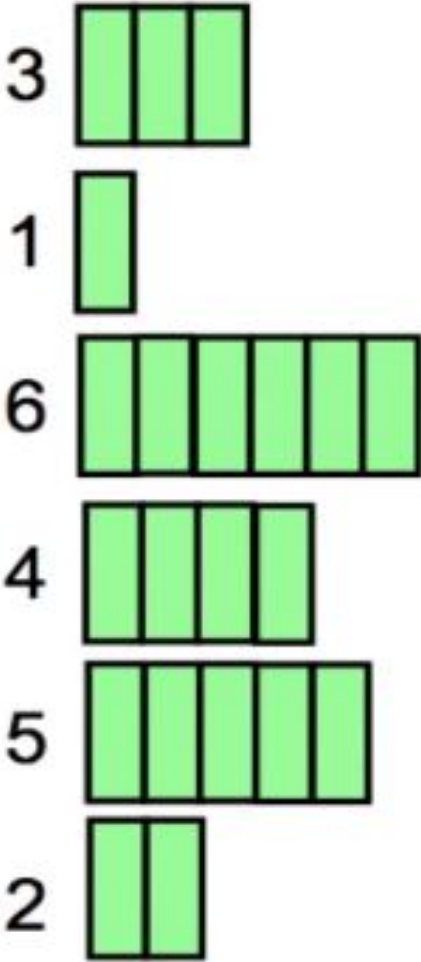
3 lower bound

Minibuses

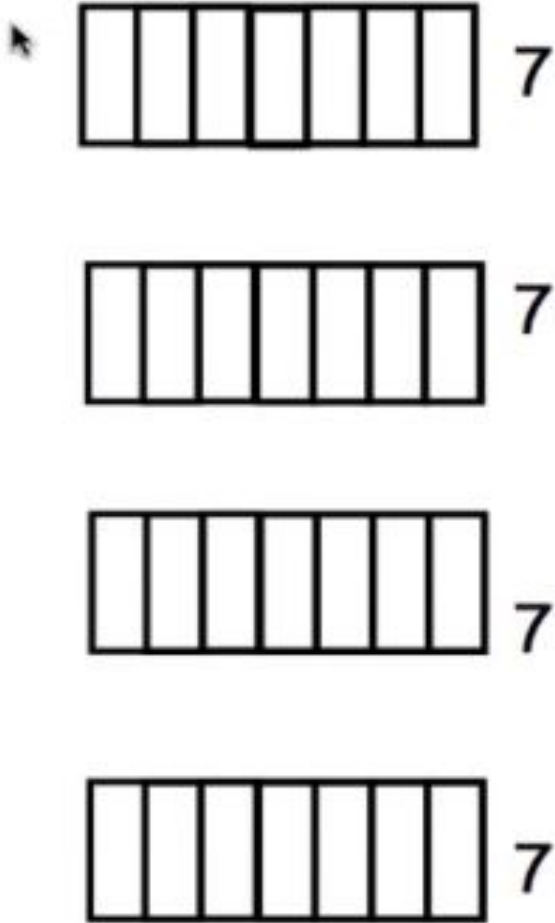


# First-fit algorithm

Groups



Minibuses



# First-fit algorithm

Groups

Minibuses

3      4 minibuses

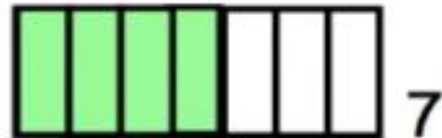
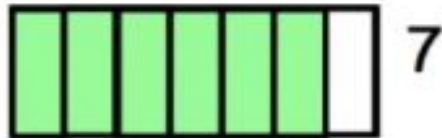
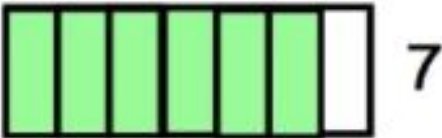
1      7 spaces

6

4

5

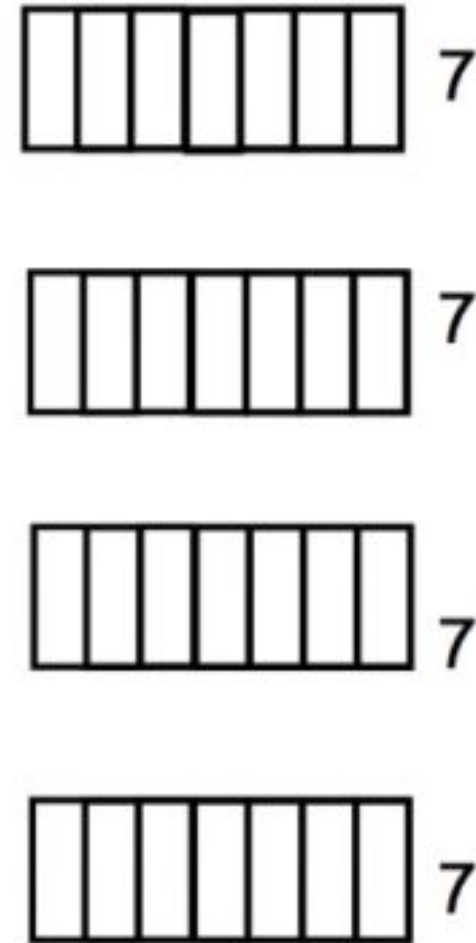
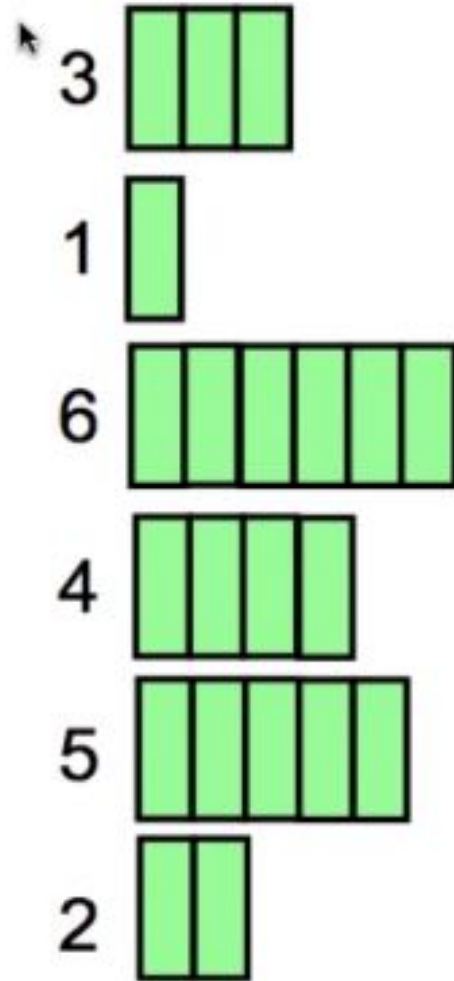
2



# First-fit decreasing algorithm

Groups

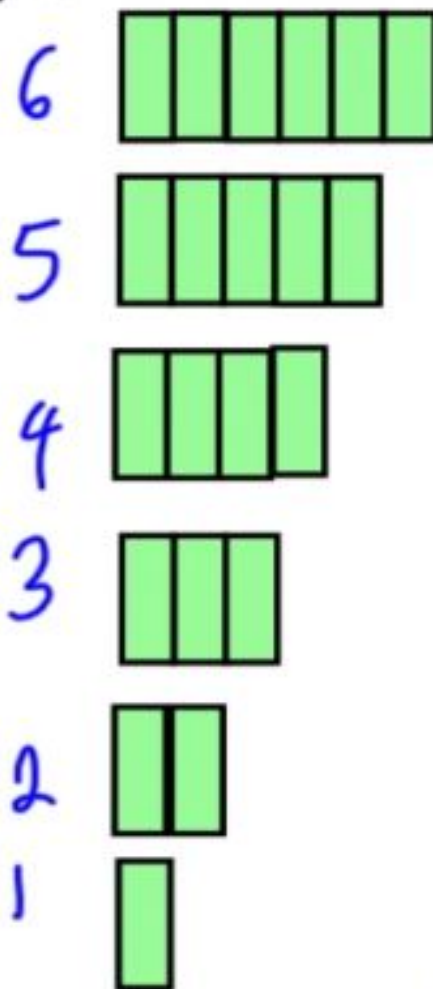
Minibuses



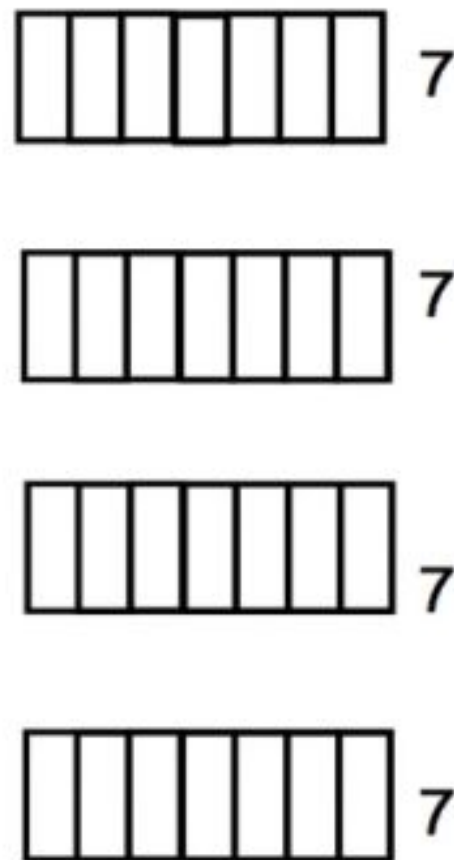


## First-fit decreasing algorithm

Groups



Minibuses



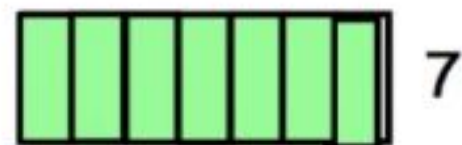
## First-fit decreasing algorithm

Groups

Minibuses

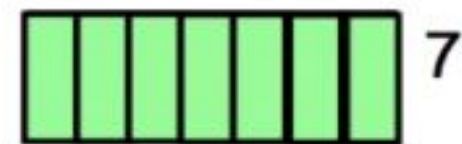
6

3 mini-buses



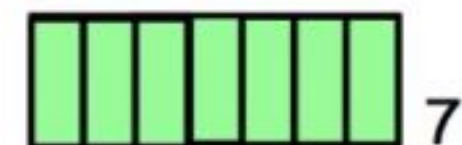
5

No space



4

Optimal.



3

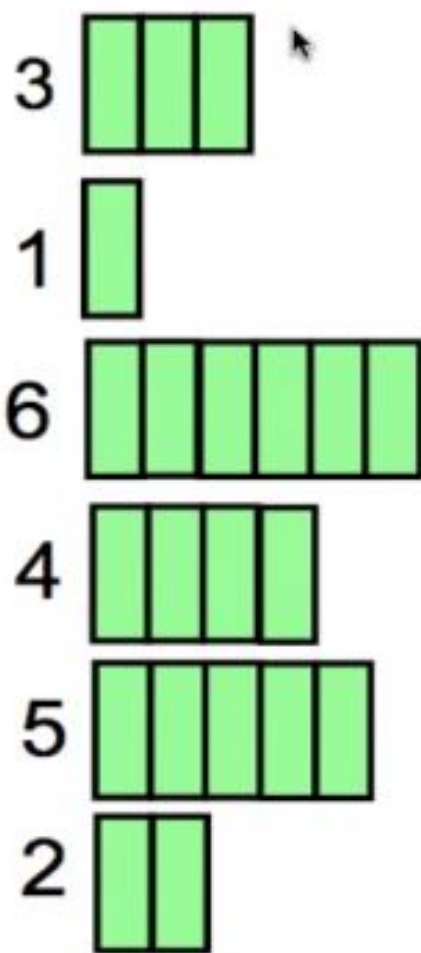


2

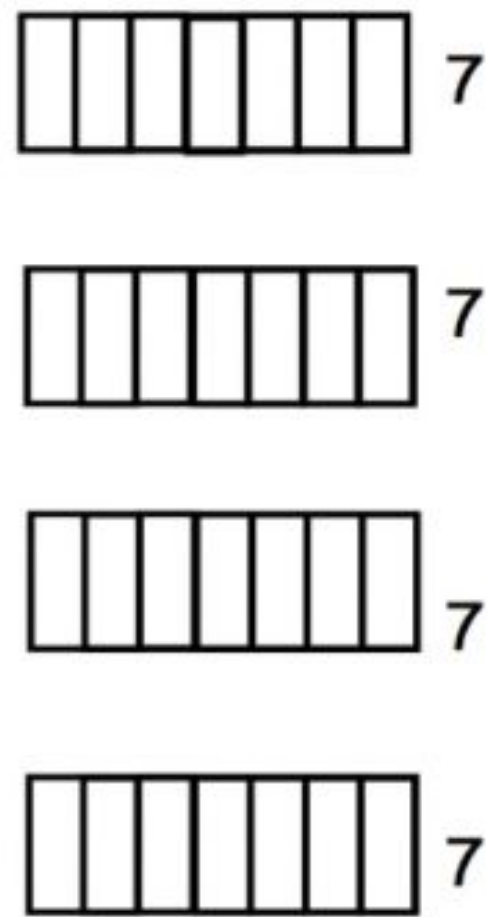
1

## Full-bin packing

Groups

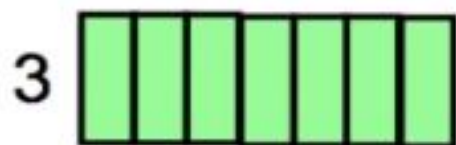


Minibuses



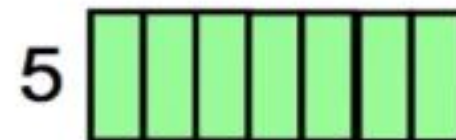
## Full-bin packing

Groups



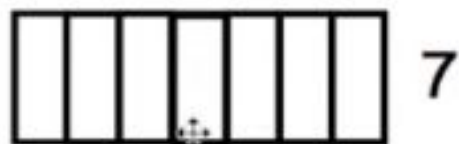
6

4



2

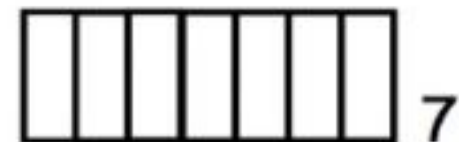
Minibuses



7



7



7



7

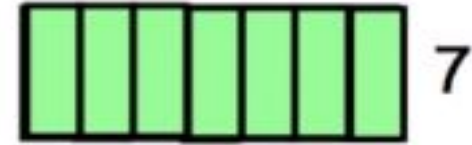
## Full-bin packing

Groups

Minibuses

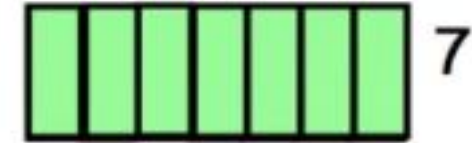
3

3 minibuses



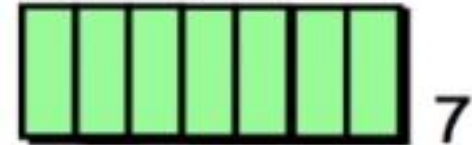
1

No space



6

Minimal.



4

5

2



## Lower Bound

### Example 1:

A plumber is using lengths of pipe 12 feet long and wishes to cut these lengths

Length (feet)	Number
2	2
3	4
4	3
6	1
7	2

$$\begin{array}{l} 2 \times 2 = 4 \\ 4 \times 3 = 12 \\ 3 \times 4 = 12 \\ 1 \times 6 = 6 \\ 2 \times 7 = 14 \\ \hline 48 \end{array}$$

$$48 \div 12 = 4 \text{ pipes}$$

Lower Pipes

## First-fit algorithm

### Example 2:

A plumber is using lengths of pipe 12 feet long and wishes to cut these lengths.

Length (feet)	Number
2	2
3	4
4	3
6	1
7	2

~~2, 2, 3, 3, 3, 3, 4, 4, 4, 6, 7, 7~~

12: 2 2 3 3      w 2  
 12: 3 3 4      w 2  
 12: 4 4      w 4  
 12: 6      w 6  
 12: 7      w 5  
 12: 7      w 5

6 pipes  
24 ft wasted



## First-fit decreasing algorithm

### Example 3:

A plumber is using lengths of pipe 12 feet long and wishes to cut these lengths.

Length (feet)	Number
2	2
3	4
4	3
6	1
7	2

2, 2, 3, 3, 3, 3, 4, 4, 4, 6, 7, 7  
~~7, 7, 6, 4, 4, 4, 3, 3, 3, 3, 2, 2~~

12: 7, 4 w1      5 pipes

12: 7, 4 w1

12: 6, 4, 2      12 ft waste

12: 3, 3, 3, 3 w10

12: 2



## Full-bin packing

### Example 4:

A plumber is using lengths of pipe 12 feet long and wishes to cut these lengths.

Length (feet)	Number
2	2
3	4
4	3
6	1
7	2

~~2, 2, 3, 3, 3, 3, 4, 4, 4, 6, 7, 7~~

7, 3, 2

7, 3, 2

4, 4, 4

3, 3, 6

4 pipes

0 waste

### **First-fit** algorithm

- Quick and easy to perform
  - Does not usually lead to an optimal solution
- 

### **First-fit decreasing** algorithm

- Quick and easy to perform
  - Usually better solution than first-fit
  - Do not always get an optimal solution
- 

### **Full-bin** packing

- Usually gets a good solution
- Can be difficult to perform, if numbers awkward

# **Textbooks & Web References**

- Text Book (Chapter 16 and 35)
- Reference book iii (Chapter 17)
- [www.geeksforgeeks.org](http://www.geeksforgeeks.org)

Thank you  
&  
Any question?